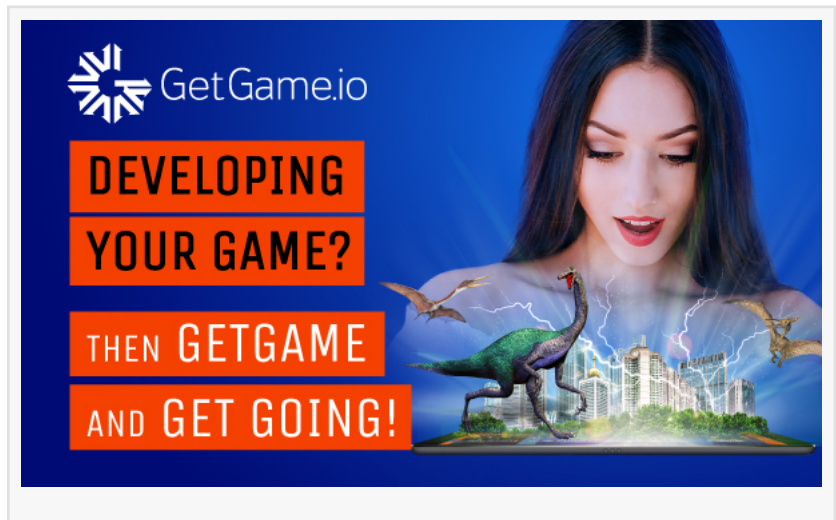


# All-In-One Game Development Platform GetGame Launches ITO November 30th

COPENHAGEN, REGION HOVEDSTADEN, DENMARK, November 23, 2017 /EINPresswire.com/ -- Have you been thinking of a game that you would love to create, or even launch, but have no idea where to start? How about the finances to make it all happen? Finally, there is a place to go where help is just at your fingertips. Welcome to GetGame, a revolutionary platform developed solely for game creation and lift-off, who are launching their ITO on November 30, 2017.



Projected to launch in Q2 of 2018, the platform will fill the empty space in the rapidly growing gaming industry by creating a platform to connect dreamers, technical people and backers to make it possible to create the game of the year.

The first ever game development platform looks to create a workspace where game creators have all the necessary tools to take their idea from the drawing board to the marketplace, while being able to find team-members and fund their ventures through creating and selling their own tokens.

[GetGame is run on the Graphene based BitShares blockchain](#), which provides the platform with incredible speed, low costs and increased security. It is one of the first platforms to introduce revenue sharing to the blockchain. While most cryptocurrencies act only as currencies, GetGame introduces the benefit of sharing the revenue stream with its token holders, giving them the ability to earn passive income.

“[GetGame is a community](#) where everyone gains from the success of others and people are collectively working together to move the whole platform forward.” says COO of GetGame, Siim Õunap.

“In a world where we are still stuck in the old-school mind-set of competition, introducing collaboration will take us to new levels of innovation. Collaboration is the new tool for global progress and it should be encouraged at every level.” says CEO of OpenLedger, Ronny Boesing.

Boesing continued, “OpenLedger and GetGame are partners in this project, bringing together the best of brains and technology to make an unbeatable game-creation platform.”

The GetGame ITO will take place from November 30 to December 15, 2017, and consist of 500,000 REALITY (REA) tokens - GetGame’s master token – with the price of \$1 USD per token.

The restricted amount of tokens ensures that the price of each token will have a consistent increase

and because of the limited supply and high demand, this will greatly favour early investors.

REALITY token holders will be a part of the GetGame's general revenue stream, with 40% of the revenue from all game projects and transfer fees being shared with the token holders, giving them a solid return every month.

For more information visit: <https://www.getgame.io/ico-ito>

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